

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1. (Currently Amended) A method of managing memory resources within an audio playback system, wherein the resources comprise memory blocks, the method comprising:

identifying a first and a second audio process, wherein the first and the second audio processes execute at different times;

allocating a first memory block to the first and the second processes;

associating a first audio frame with the first process;

associating a second audio frame with the second process;

buffering the first audio frame to the first memory block; and

switching between the first and second processes at a boundary of the first frame.

2. (Canceled)

3. (Original) The method according to claim 2, further comprising resetting a memory area of the first memory block to zero prior to receiving the second audio frame.

4. (Original) The method according to claim 1, further comprising identifying the first audio frame.

5. (Original) The method according to claim 1, further comprising processing the first audio frame.

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6. (Original) The method according to claim 1, further comprising implementing program code to ensure that the first and the second audio processes run at different times.

7. (Original) The method according to claim 1, further comprising outputting the first audio frame.

8. (Original) The method according to claim 1, further comprising formatting the first audio frame.

9. (Canceled)

10 (Currently Amended) The method according to claim 1 [9], further comprising muting volume parameters associated with the first memory block during the step of switching between the first and second processes.

11. (Currently Amended) An apparatus for managing memory within an audio playback system, comprising:

a memory area comprising a plurality of blocks;

program storage storing a program configured to allocate a first memory block from among the plurality of blocks to a first and a second audio process, wherein the first and the second processes execute at different times; and

a processor operable to execute the program, wherein the processor further buffers a first audio frame associated with the first process and a second audio frame associated with the second process to the memory block according to a protocol of the program, wherein the processor is further configured to allow switching between the first and second processes at a boundary of the first frame.

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12. (Original) The apparatus of claim 11, wherein the program is configured to identify the first audio frame.

13. (Original) The apparatus of claim 11, wherein the program is configured to associate the first frame with the first audio process.

14. (Original) The apparatus of claim 11, wherein the program is configured to initiate processing of the first frame.

15. (Original) The apparatus of claim 11, wherein the program is configured to ensure that the first and the second audio processes run at different times.

16. (Original) The apparatus of claim 11, wherein the program is configured to initiate output of the first audio frame.

17. (Original) The apparatus of claim 11, wherein the program is configured to initiate formatting of the first audio frame.

18. (Canceled)

19. (Original) The apparatus of claim 18, wherein the program is configured to reset a memory area of the first memory block to zero.

20. (Canceled)

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21. (Original) The apparatus of claim 20, wherein the program is configured to mute volume parameters associated with the first memory block while switching between the first and second processes.

22. (Currently Amended) A program product, comprising:
a program configured to manage memory resources within an audio playback system, wherein the resources comprise memory blocks, wherein the program is further configured to identify a first and a second audio process, wherein the first and second audio processes execute at different times; wherein the program allocates a first memory block to the first and second processes, associates a first audio frame with the first process[,] and second audio frame with the second process, buffers the first audio frame to the first memory block, and allows switching between the first and second processes at a boundary of the first frame; and
a signal bearing medium bearing the program.

23. (Original) The program product of claim 22, wherein the signal bearing medium includes a recordable medium.

24. (Original) The program product of claim 22, wherein the signal bearing medium includes a transmission type medium.

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